

schematic design II

Canyon View Interpretive Plaza

Grand Canyon Visitor Center

Interpretive Exhibits Planning and Design

May 1, 2009

prepared for Grand Canyon National Park

e·d·x Edquist Davis Exhibits

4555 Roosevelt Way NE
Suite 150
Seattle WA, 98105
p 206 528 5556 f 5557
www.edxseattle.com

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Background

The Grand Canyon's South Rim is at an important planning juncture. In recent history there have been plans to create a more cohesive visitor experience here. Because of cost, logistics, or timing, these have not been funded, leaving the South Rim without a central contact point for its many visitors.

This contract, along with one to redirect primary traffic to expanded parking areas, construction of a theater, and production of an interpretive film, will provide the necessary additions to the Canyon View facility to make it a main arrival point and transportation hub.

Because interpretation should be considered an integral part of the visitor experience, interpretive planning and design should be a part of the overall development plans for the site. This deliverable is focused on exhibits for the visitor center, but should be considered in conjunction with the overall site development plans.



Entrance to Canyon View Visitor Center

Canyon View Visitor Center

As one of the nation's premier National Parks, the Grand Canyon's south rim attracts visitors from around the world. Canyon View visitor center was built anticipating this high volume of diverse visitors. With multiple doors and windows and high ceilings overhead, the light-filled space allows for a heavy flow of people in and out. Exhibits here need to maintain open space.

Unlike many National Park Service visitor centers that strive to provide in-depth information on all their primary interpretive themes, orientation and trip-planning information, this park has made a decision to offer detailed interpretation at multiple locations—geology interpretation at Yavapai, for example—and through multiple media.

At Canyon View visitor center, each of the primary themes will be touched upon but will not be presented in depth. Exhibits will simply orient visitors to the Grand Canyon, inspire them to get into the resource to experience it directly, and provide information on where visitors can go to find out more about a given topic.

Schematic Design I

EDX developed three alternative schemes for organizing the interpretive content and the layout of exhibits inside and immediately around the visitor center. One of the schemes considered the option of not building an additional theater space but rather incorporating it into the visitor center. A Class C Production Estimate for each option was included.

Outside of the contracted scope and goals, EDX also provided ideas for interpretive treatment of the Canyon View Interpretive Plaza and for wayfinding from the parking lots to the Canyon View Plaza. These ideas were intended to supplement existing plans and designs for the site. They were not developed in conjunction with other contractors to Grand Canyon National Park. The goal of these elements was to provide a link between the exterior plaza and the interpretive direction of exhibits inside the visitor center.

EDX presented the three design alternatives and the ideas for exterior interpretive development to the park and participated in a Choosing By Advantages (CBA) process to select a preferred alternative.

The chosen alternative has been refined based on feedback of the park superintendent, staff, and stakeholders into this Schematic Design II document.

Schematic Design II

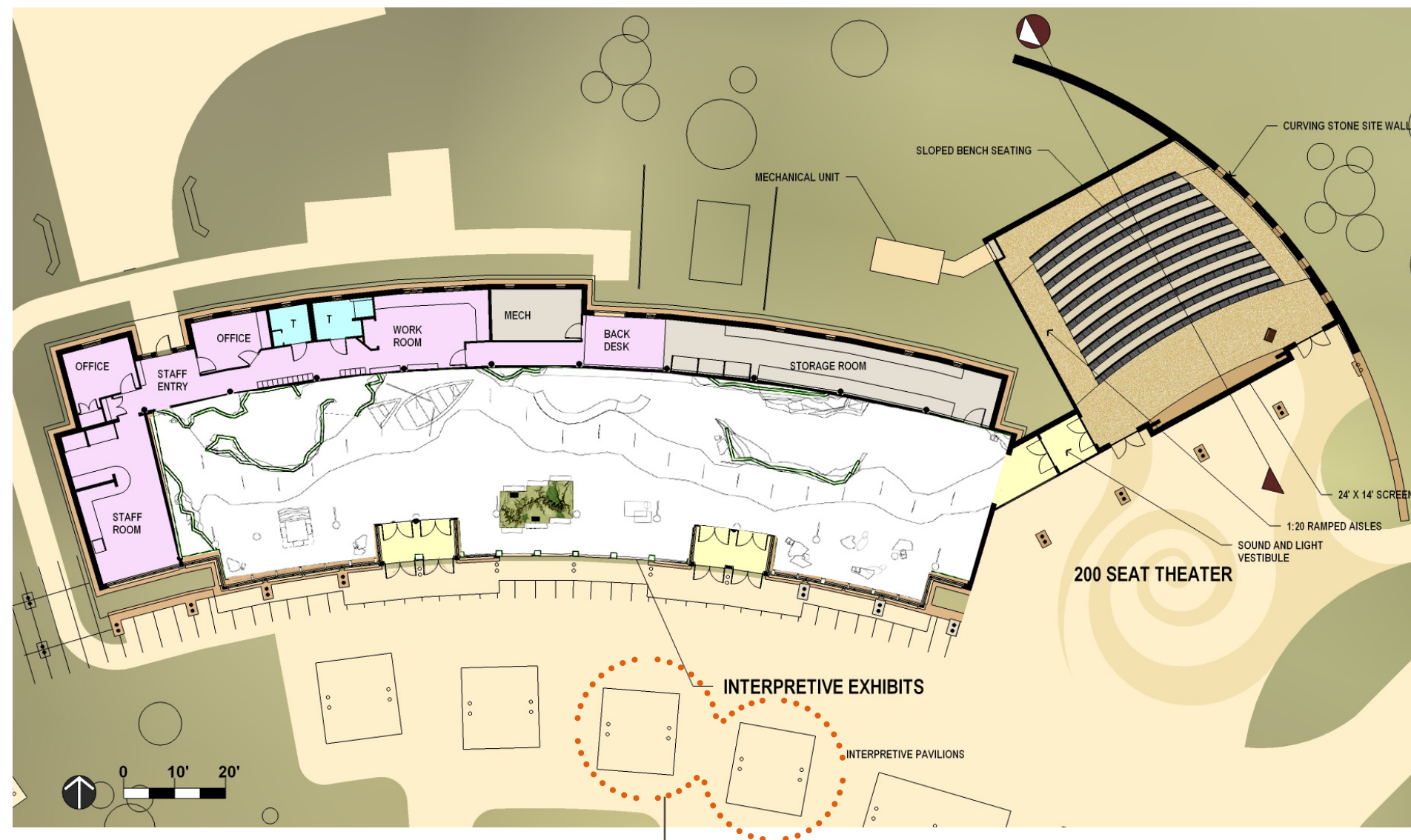
This report consists of a written exhibit walkthrough, the overall design approach (media style and appearance, and accessibility approach), a floor plan with individual exhibit areas and major elements identified, sample graphic elevations, conceptual renderings, a Level II Resource Package, and a Class B Production Estimate for the selected scheme.

Exterior Orientation Exhibits

Extensive orientation and trip planning exhibits currently stand as kiosks in front of the visitor center. These exhibits, in our experience, are used by many visitors and are reasonably effective in their purpose. These exhibits were designed to allow for seasonally changing information but the panels are so large that replacing them is very difficult. As part of an effort to improve visitor flow in the plaza area, two kiosks will be removed to highlight the visitor center's main entry (A). Orientation information will be reduced to a smaller format to fit the reduced number of kiosks.

Additionally, the large shaded face of the new theater building provides another opportunity for exterior orientation information. The large face of the building includes a shaded wall where a large map of the South Rim will be mounted vertically (B). On the map will be shown major viewpoints, interpretive venues, and other visitor destinations. Below the map will be reading rails highlighting several destinations. The reading rail will include a bas relief touchable element related to the destination and will provide driving and/or hiking time from the visitor center.

overall site plan



(A) kiosks to be removed so that main entrance is more visible.



(B) new theater with proposed interactive map of the south rim

overview of selected scheme

Project Goals

EDX compiled five main goals for the exhibit design after the charette workshop with park staff and stakeholders in the fall of 2008. These goals have been used to guide our process, and the selected scheme has been designed to fulfill their needs.

1. Orientation

Exhibits will answer the question, "What can I see and do?" for visitors to the Grand Canyon.

Selected scheme:

Exhibits will retain the orientation features just outside the doors of the visitor center. They will be redesigned to match the new graphic look and feel of the center. The panels will be smaller and easily replaced, or will be designed to not require seasonal changes.

2. Exclamation

Visitors will feel that they have experienced a world-class visitor center at a world-class park.

Selected scheme:

The "wow" factor of this exhibit is a real waterfall and simulated hanging garden at one end of the building, a walkthrough audio immersion experience, and an abstracted river running the length of the building. Large-scale environmental rock forms create a backdrop for interactive interpretive "vignettes" related to the primary interpretive themes.

3. Interpretation

Exhibits at the Center will inspire visitors to learn more about each of the park themes, and to help protect park resources.

Selected scheme:

Large-scale interpretive zones and interactive elements create a variety of interpretive opportunities and experiences for visitors. The primary interpretive themes are each touched upon through a variety of media. Water is highlighted as critical to all aspects of the Grand Canyon story.

4. Accessibility

Visitors of all ability levels will share a single, all-inclusive, accessible visitor experience.

Selected scheme:

Relying on touch and simple visual cues, and easy to manipulate and understand interactives, the exhibits are well-suited to visitors of varying abilities or who may speak a different language. ADA requirements are met in the design of all exhibit elements. Wherever possible, an common experience is created that can be shared by a wide variety of visitors.

5. Durability and Capacity

The visitor experience at the center will be "short and sweet", featuring exhibits designed to withstand heavy visitor traffic of up to 1400 visitors per hour at peak season.

Selected scheme:

The interactive exhibits will be designed with durability in mind. The intent is that visitors spend less than five minutes at each interactive and perhaps another few minutes reading a graphic panel — no more. The zone adjacent to the theater entry is open space where people can congregate. This area could include wall space for changing Grand Canyon art displays.



current interior of Canyon View visitor center

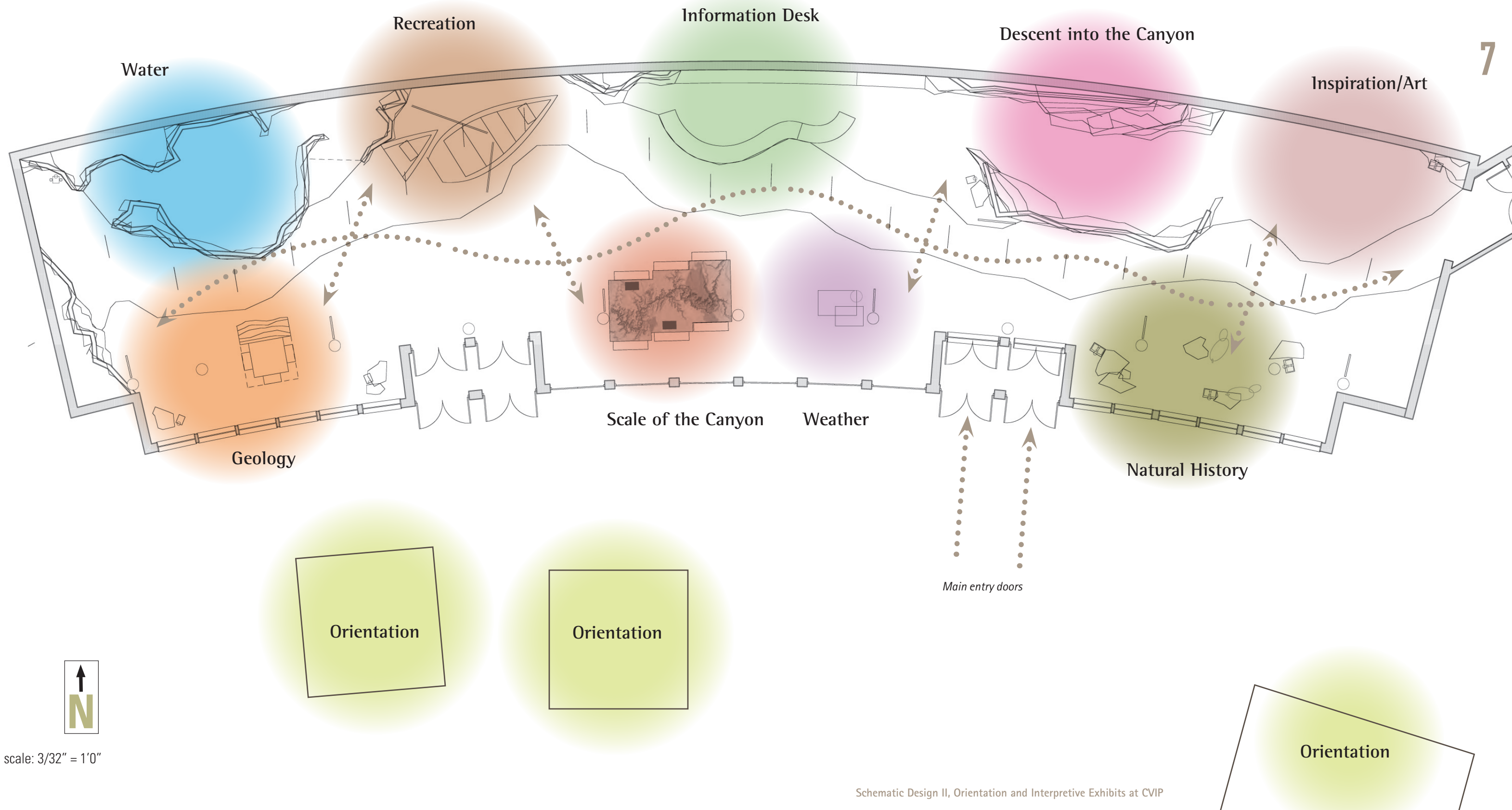
Visitor Circulation

Most recent park projections estimate visitation as high as 1400 people per hour during peak season. For this reason, the density of interpretive exhibits needs to be fairly low. Exhibits need to be engaging and stimulating but also designed to keep visitors from spending too much time at any one place. Consideration needs to be given to reduce possible "logjams" in traffic flow.

In the selected exhibit scheme, an abstracted river pathway creates a wandering circulation spine down the length of the visitor center. This creates a "random access" plan that allows visitors to enjoy ten different interpretive zones in any order they wish.

Open space near the entrance to the theater provides an area for visitors to congregate as they wait for the next showing of the park film.

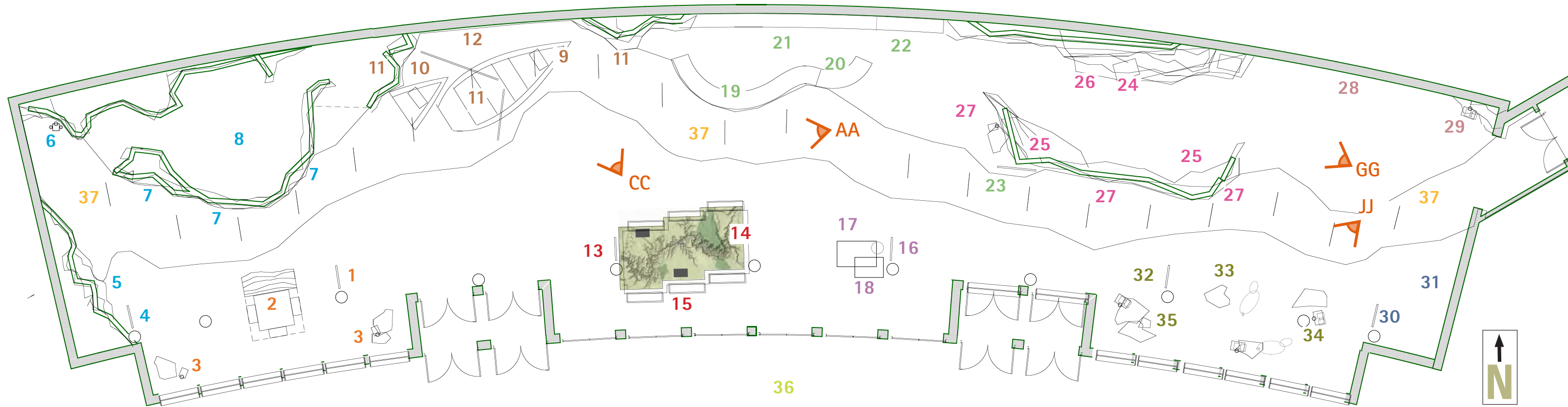
The plan at right highlights the interpretive zones along the river pathway, and visitor flow through the main entrance doors.



plan view of exhibits

Key to Media Styles

RB	River Banner	DC	Discovery! Cache	PM	Photo Mural
WP	Welcome Panel	RR	Reading Rail		
TP	Thematic Panel	FB	Flip Book		



scale: 3/32" = 1'0"

Ex A Geology

- 1 Geology Area Intro (TP)
- 2 *The Stories Rocks Tell* interactive (RR)
- 3 Boulders and Discovery! Caches (DC)

Ex B Water

- 4 Water Area Intro (TP)
- 5 Hanging Garden Waterfall
- 6 *Why is the Colorado Red?* interactive (RR)
- 7 Discovery! Caches (DC)
- 8 Immersive Water A/V Theater

Ex C Recreation

- 9 Full-Size Dory and Video Screen
- 10 Accessible Dory and Video Screen
- 11 Discovery! Cache (DC)
- 12 Rapids Photomural (PM)

Ex D The Scale of the Canyon

- 13 Scale of the Canyon Intro (TP)
- 14 3D Relief Model
- 15 Reading Rails (RR) with Interactive Push-Buttons and Two Monitor Stations

Ex E Weather

- 16 Weather Area Intro (TP)
- 17 Weather Field Items
- 18 Radar Monitor

Ex F Info Desk/Welcome Panel

- 19 Full-height Counter
- 20 Accessible-height Counter
- 21 Photomural/Park Name/NPS ID (PM)
- 22 Podcast Download Station
- 23 Welcome Panel (WP)

Ex G Descent Into the Canyon

- 24 Descent Interactive
- 25 Internal Seating
- 26 Descent Reading Rail (RR)
- 27 Discovery! Caches (DC)

Ex H Theater Staging Area

- 28 Photomural/Inspirational Quote (PM)
- 29 Response Station

Ex I Inspiration/Art

- 30 Inspiration Area Intro (TP)
- 31 Wall Space for Art

Ex J Natural History

- 32 Natural History Area Intro (TP)
- 33 Boulders/Bronze Animals
- 34 Field Guide Flip Books (FB)
- 35 Discovery! Caches (DC)

Ex K Exterior Orientation

- 36 Orientation Kiosks #1-3

Ex L Overhead Elements

- 37 River Banners (RB)

The selected exhibit scheme is comprised of these main media styles (not shown to scale)

Above the panel, an arc of the same textured glass features an etched theme icon.

Graphic panel is two pieces of HPL with a textured glass "river" reveal between.

"Experience it!" panel sits off of the two-part graphic panel.

TP Thematic Panel

Six Thematic Panels hang from columns along the front of the building, attached in a similar style as the existing panels currently in the Center. Each panel includes information on ways visitors can directly experience the highlighted theme and where they can obtain further more in-depth information.

These panels feature a decorative glass "river" running up the center of each panel. A semicircle of the same decorative glass sits atop each panel and holds one of the thematic icons to identify the topic of the exhibit area.

Panel Dimensions: 30"w x 60"h, 18" off the ground

DC Discovery! Panel and Cache

Secondary Discovery! caches are scattered throughout the building and will include one or more of the following:

- Panel with brief interpretive text
- Artifact (in protective case/alcove) related to interpretive theme
- Touchable item or prop related to interpretive theme
- Interactive exhibit element – flip books or other manipulative

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overview of media treatments

RR Reading Rail

Reading Rails are found along with interactive elements of the exhibit. They feature prompts, instructions, and/or push-buttons. They also provide some interpretive content.

Dimensions: 12"h x 48"w (shown above) and variable



PM Photomural

Photomurals along the north wall of the space help to create a dramatic sense of scale and a seamless environment.



RB River Banner

Banners related to the water theme hang above the winding river, reinforcing its path and adding color and texture to the space.

WP Welcome Panel (not shown)

A panel opposite the main entry doors welcomes visitors to the Canyon View Visitor Center and introduces them to the river theme.
Dimensions: 36"w x 72"h, sits on the ground

FB Flip Book (not shown)

Flip Books contain durable HPL (or similar) pages with brief interpretive descriptions and photos of common park rim plant and animal species, or depict plants and animals used by Native Americans in the area.

the visitor experience: interpretive zones

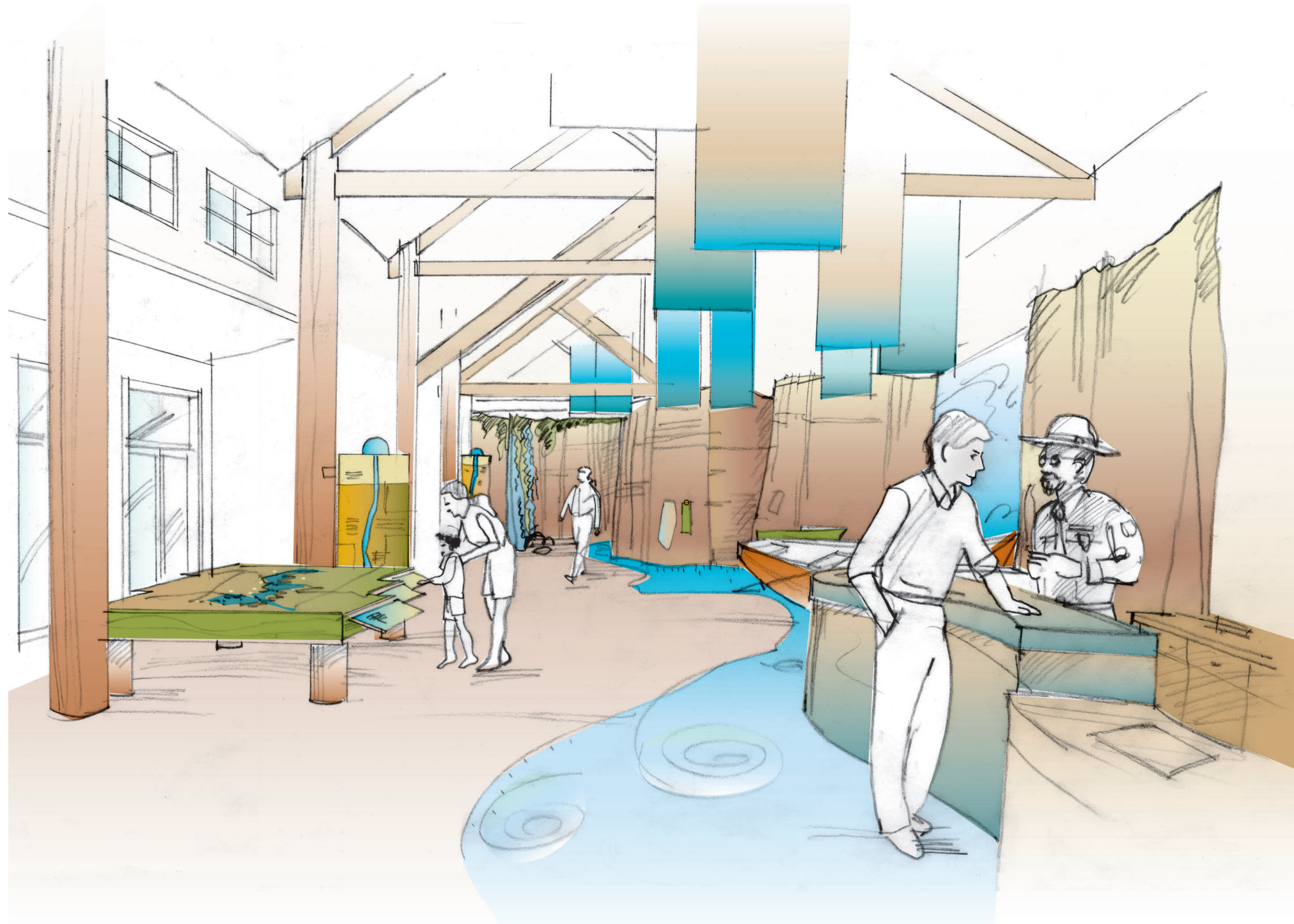
Overview of the Visitor Experience

By removing two of the existing exterior orientation kiosks, the eastern set of doors will be highlighted as the primary entrance to the visitor center. As the visitor enters through these doors they will notice a "river" (a floor treatment that creates an abstracted river course) running the length of the building, accentuated by rippling banners and shimmering light overhead. The abstracted river divides the building into two broadly defined conceptual areas. To the south of the river are five interactive zones that interpret things people can see and discover firsthand at the South Rim of the Grand Canyon. On the north side of the river are large-scale "immersive" environments of realistic-looking canyon walls and large scale photomurals that give visitors a taste of elements of the Grand Canyon that they might not otherwise have an opportunity to experience—boating on the Colorado, and descending into the canyon by foot, for example. As well as expanding the experience for some visitors, these zones are intended to inspire visitors to safely explore, discover, and stretch to try new things.

Perspective AA >>

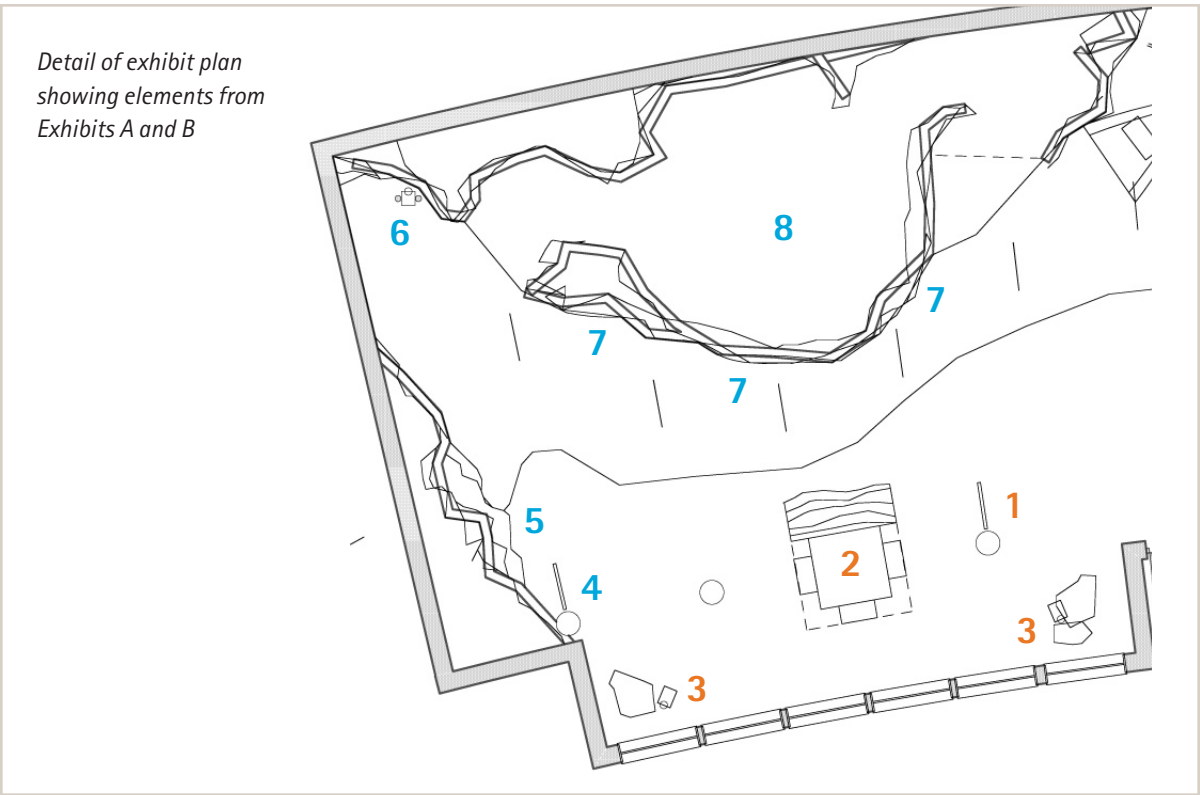
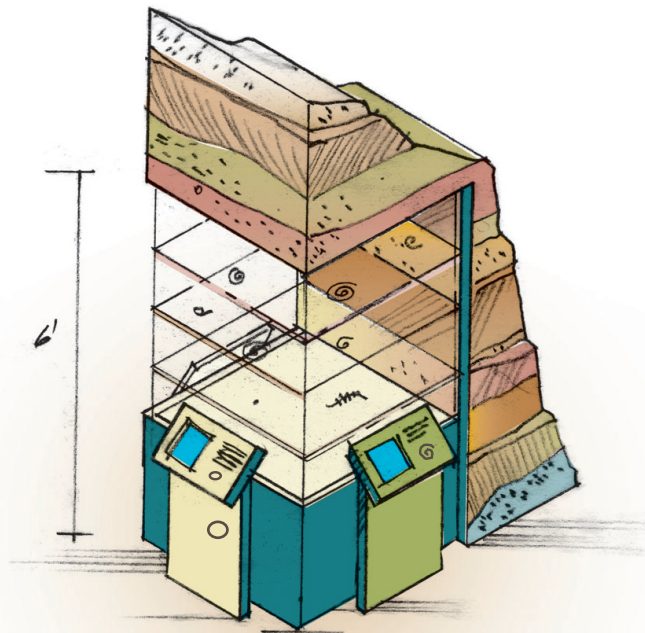
View looking west from the entry area.

At the far west end of the visitor center a small waterfall tumbles off of a rock face with lush greenery of a hanging garden. The visitor is free to meander this river pathway to ten different interpretive zones defined by the winding river. Each of the ten interpretive zones includes a large-scale, interactive element related to one of the primary interpretive themes and highlighting the role of water as a central part of the interpretive story. Visitors will understand that water has created the Grand Canyon and affects everything here. Near the center of the building, a visitor information desk is clearly visible.



A. geology

The classic geological cross section of the Grand Canyon comes alive in this interactive exhibit highlighting the fossil record found here within millions of years of rock. A series of Plexiglas planes with etched fossils correspond to the geological layers where these fossils may be found. Associated reading rails include brief interpretive text, an artist's rendition of the depositional environment related to the fossil/rock layer, and a bronze touchable relief model of the species represented by the fossil. A push-button activates edge lighting of the Plexiglas plane, brightly illuminating the fossil in question.

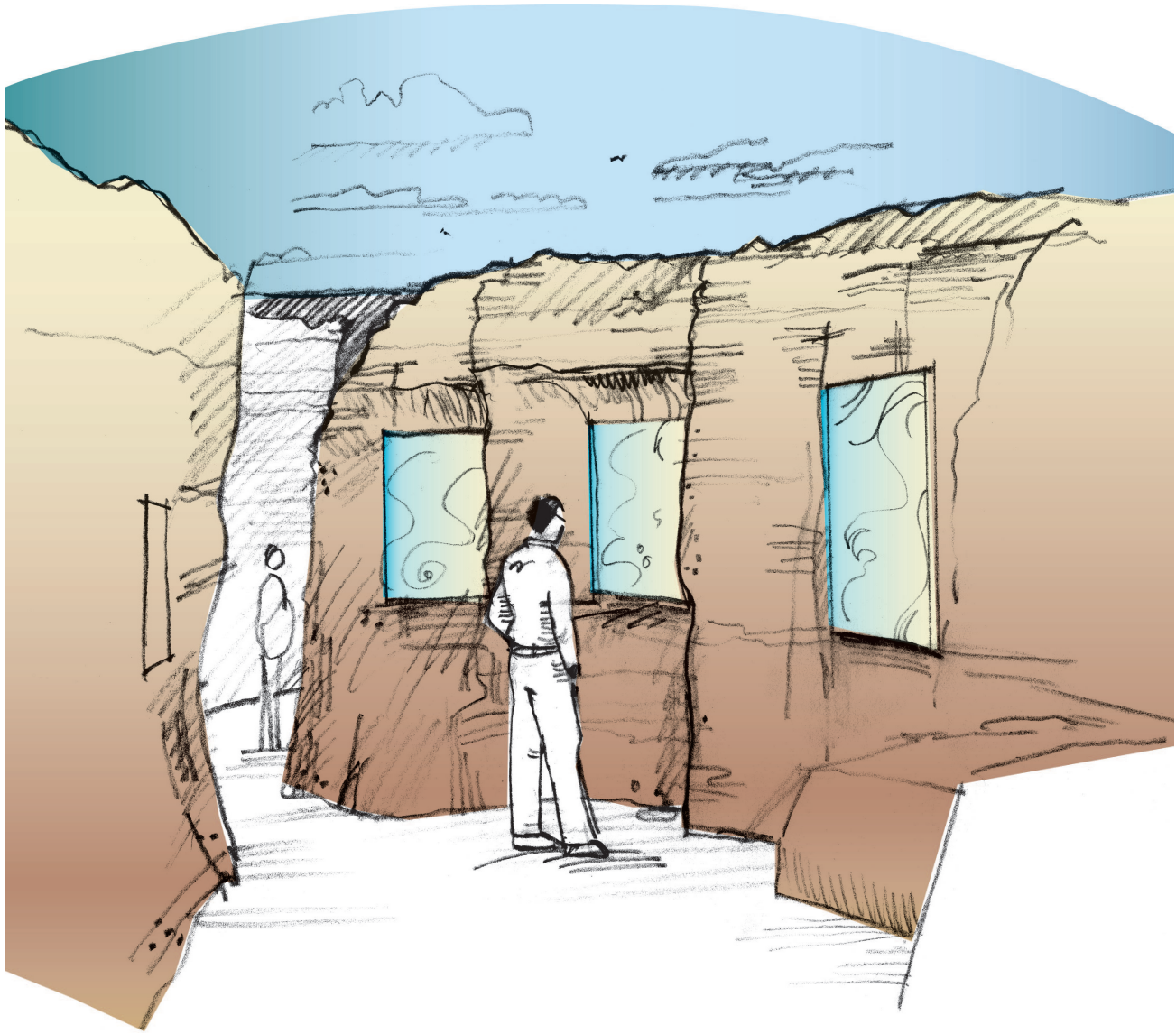


Ex. #	Exhibit	Exhibit Description	Content	Themes	Accessibility	Resources
A.	Geology			Geology		
1	Geology Area Intro	Introductory panel	Different ages of rocks, Colorado Plateau, Colorado River, and formation of the canyon; includes quote, places to see geology.	Geology	Audio guide should be considered for visually impaired visitors. Graphics comply with ADA requirements for color, content, font size, height, etc.	TBD
2	"The Stories Rocks Tell" Interactive	A cross section of the canyon depicts the rock layers and ages of the canyon		Geology		touchable rocks, including fossils
3	Boulders and Discovery! Caches: Names of rocks	Tucked among rocks or in alcoves, secondary interp panel with touchable object	Native American names for rock formations	Geology, Native American	Touchable elements, summary in raised text	TBD
3	Boulders and Discovery! Caches: Geology Facts	Tucked among rocks or in alcoves, secondary interp panel with touchable object	True or false flip panels on interesting geological facts	Geology	Touchable elements, summary in raised text	TBD
B.	Water			Water		
4	Water Area Intro	Introductory panel	Centrality of water to the GC; includes quote, places to see water, info on hanging gardens	Water	Audio guide should be considered for visually impaired visitors. Graphics comply with ADA requirements for color, content, font size, height, etc.	
5	Hanging Garden Waterfall	Realistic running waterfall depicting hanging garden of the inner canyon, includes real plants	Experience contrast of lush hanging gardens with primarily desert environment of GC	Water		
6	"Why is the Colorado red?" interactive element	Mechanical interactive w/ secondary interpretive panel: two glass jars of water contain river water. One is stationary and the silt has settled out. The other can be rotated to shake up the silt.	Sediment settles out of still water; water in motion can hold more sediment.	Water		
7	Discovery! Caches: Native American water item	Tucked among rocks or in alcoves, secondary interp panel with touchable object	Native American uses of water, i.e. crops at Indian Springs	Water, Native Americans	Touchable elements, summary in raised text	Object TBD
7	Discovery! Caches: Grand Canyon rainfall	Tucked among rocks or in alcoves, secondary interp panel with touchable object	Multiple-choice flip panel about Grand Canyon rainfall	Water, Weather	Touchable elements, summary in raised text	
7	Discovery! Caches: Flooding	Tucked among rocks or in alcoves, secondary interp panel with touchable object	Water management issues such as periodic simulated flooding	Water	Touchable elements, summary in raised text	Object TBD
8	Immersive Water A/V Theater	Faux rock walls enclose a multi-media experience	Importance of water to the Grand Canyon, drama, inspiration, beauty and power of water	Water	immersive environment for diverse users. Captioning, audio description for all AV materials.	

B. water

Visitors may be drawn to the sound of falling water at the west end of the building. Adjacent to the waterfall and hanging garden with real plants, visitors can enter a slot canyon into an experiential water theater (pictured at right). Inside, an array of flat screen monitors and surrounding sound create a stunning two- to three-minute exploration of the power of water. Beginning with the sound of a drop of water on the canyon floor, building to a bubbling brook, to a roaring thunderstorm, to a full and flowing river, the power and beauty of water is explored. Overhead, projected clouds, lighting, and sky enhance the experience. Cool, misty breezes blow across the visitor's face.

Outside the water theater, several "Discovery!" elements can be found in and around the rock structure.



1 >> Inside the immersive theater, the power and beauty of water is explored with sound, light, and moving images. The experience begins with the sound of a drop of water on the canyon floor.



2 >> After a few seconds, the audio builds to the gentle sounds of water in a bubbling brook.



3 >> As a rainstorm moves in, the sound grows to the roar of a heavy downpour, punctuated by the flash of lightning and the clap of thunder overhead.

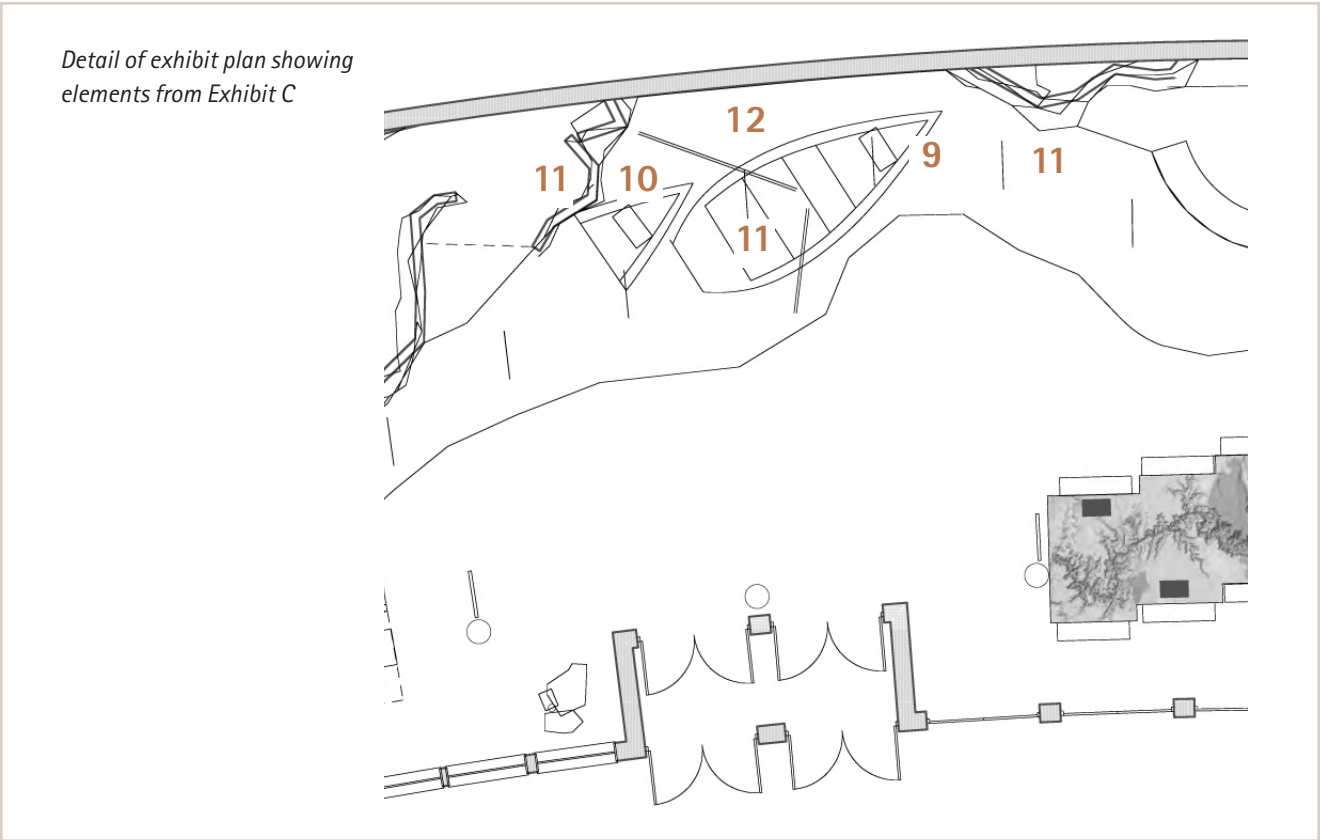


4 >> Finally, the sound culminates in the rush of full, flowing river rapids and waterfalls.

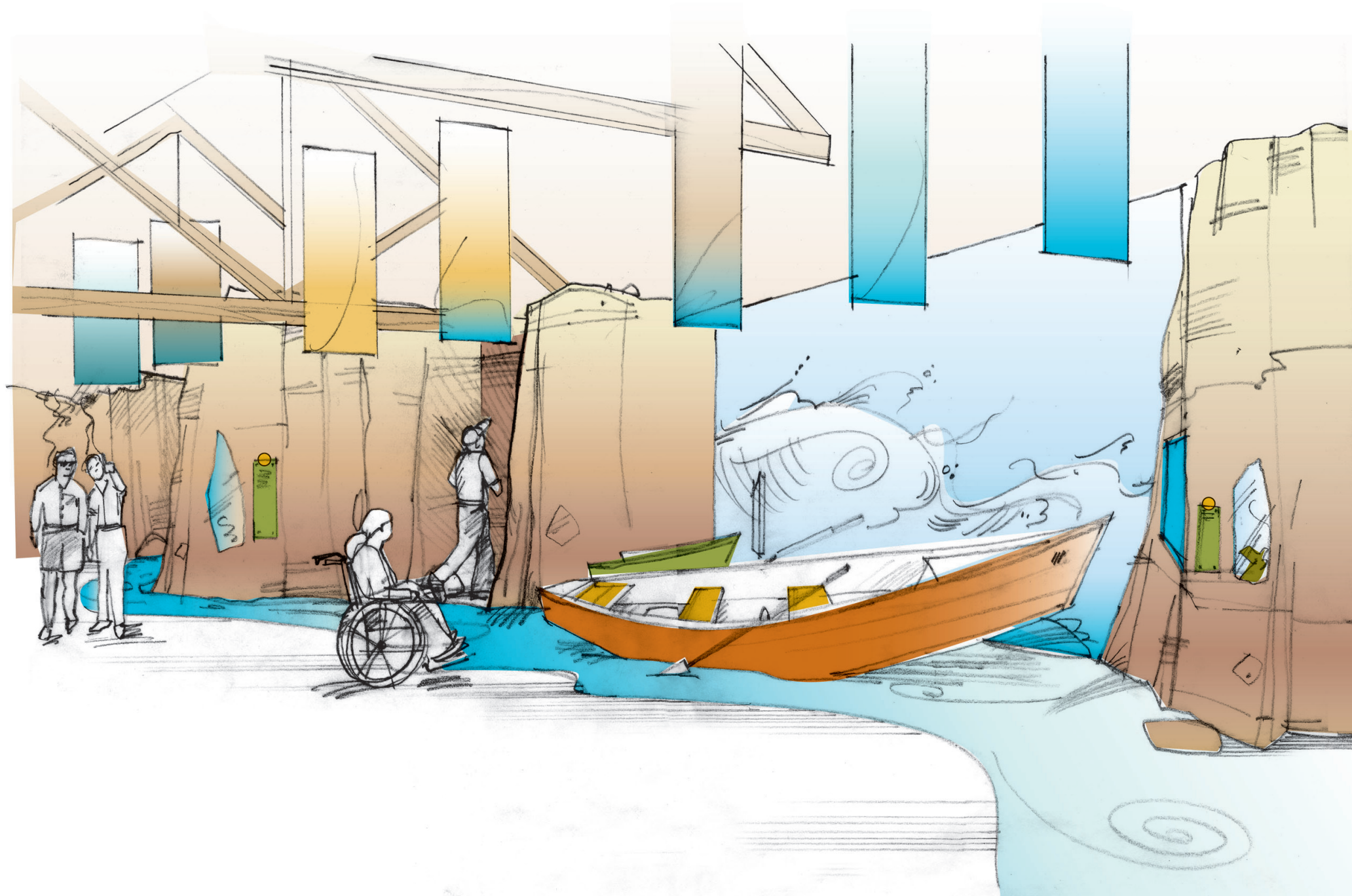
interpretive zones

C. river recreation

A Grand Canyon dory provides the basis for an exhibit about water-based recreation in the Grand Canyon. A large photomural of a Grand Canyon rapid provides a backdrop to the dory. Visitors may choose to sit in the dory to have their picture taken. A video monitor in front of the dory shows continuous footage of the river shot over the bow of a dory as it descends the canyon. Footage will include rapids, calm areas, etc. A second partial dory and video screen is accessible to wheel-chair bound visitors. In cracks and alcoves on the outside of the rock wall, on the "beach", and within the boat are several discovery items pertaining to the recreation theme.



Ex. #	Exhibit	Exhibit Description	Content	Themes	Accessibility	Notes
C.	Recreation			Inspiration		
9	Full-size Dory & Video Screen	Full-size river dory with stationary oars. A video monitor in front of the dory shows continuous footage of the river shot over the bow of a dory as it descends the canyon. Photomural of rapids as backdrop	Visual sense of being on the Colorado River in a raft; photo opportunity	Recreation	Audio description for monitors	Footage will include rapids, calm areas, etc.
10	Accessible Dory & Video Screen	Partial dory and video screen	Visual sense of being on the Colorado River in a raft	Recreation	partial dory provides accessibility for mobility-impaired visitors	Footage will include rapids, calm areas, etc.
11	Discovery! Caches: Recreation items	Discovery items w/ secondary interp panel in cracks and alcoves on the outside of the rock wall and/or in boat and on the "beach"	Specifics TBD	Recreation	Touchable elements, summary in raised text	TBD
	Discovery! Caches: Powell exploration	Artifact related to John Wesley Powell or other famous river traveler w/ secondary interp panel	Powell object TBD	Preservation	Touchable elements, summary in raised text	TBD
	Discovery! Caches: Recreation items	Props, such as lifejackets, gear boxes with interpretive elements – i.e. lift the lid of the gear box to learn how much food must be taken on a typical Grand Canyon trip. Includes secondary interp panel.	TBD	Recreation	Touchable elements, summary in raised text	TBD
	Discovery! Caches: Recreation items	Small interpretive panel and object	Efforts to stop dam construction in the early 1970s	Preservation	Touchable elements, summary in raised text	TBD
12	Rapids Photomural	A photo-mural backdrop depicts one of the river's large rapids.				



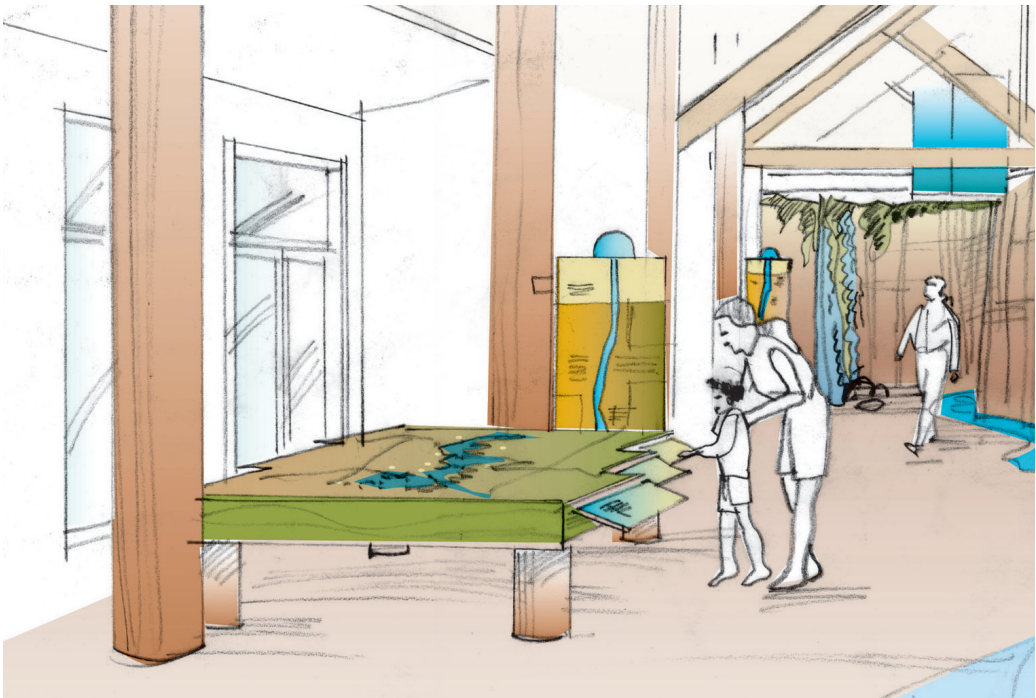
Perspective CC >>

Looking at the north wall and the Recreation exhibit.

interpretive zones

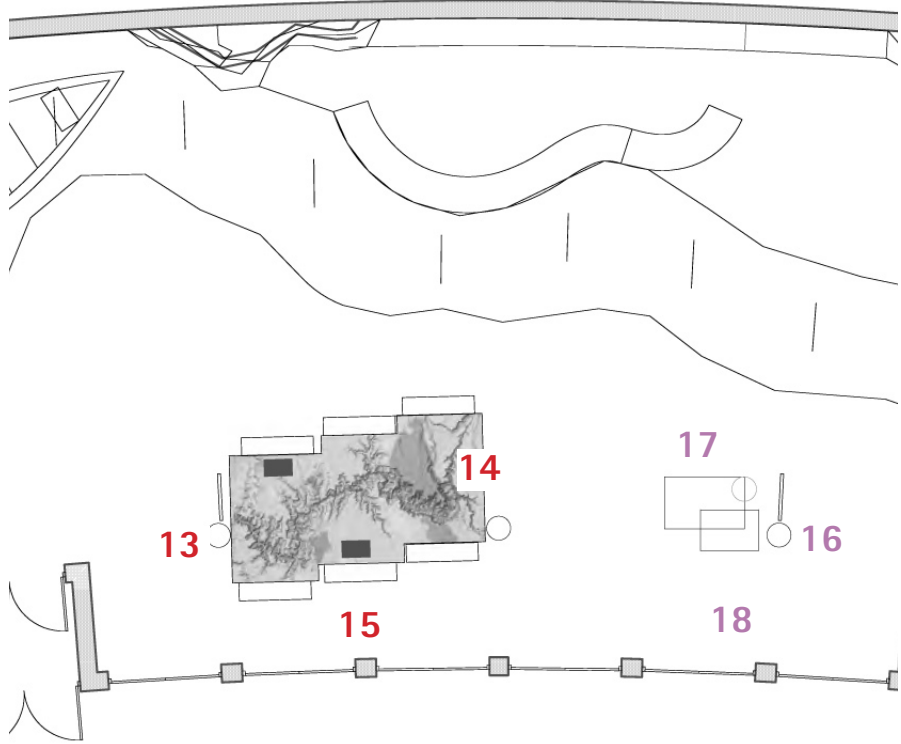
D. scale of the canyon

A large, realistically rendered, 3D relief model encompasses much of the canyon, not just the park. The locations of roads, towns, rivers, and other elements are shown. Interactive interpretive reading rails surround the model. Each has push button elements that activate and highlight locations on the model. They also may include touchable items related to the theme. Two reading rails will have an associated video monitor for exploring 360-degree panoramic views of selected locations within the canyon.



Ex. #	Exhibit	Exhibit Description	Content	Themes	Accessibility	Notes
D.	Scale of the Canyon Model			Orientation		
13	Scale of the Canyon Intro	Introductory panel	briefly highlights recreation as important part of Grand Canyon management	Orientation	Audio guide should be considered for visually impaired visitors. Graphics comply with ADA requirements for color, content, font size, height, etc.	TBD
14	3D Relief Model	Large, realistically rendered, 3D relief model encompasses much of the canyon, not just the park. Roads, towns, rivers, and other elements are depicted.	Big picture of GC w/ highlighted geographic information. Examples include: Maintained park trails Designated campsites River miles from point A to point B Contemporary tribes of the Grand Canyon Locations of major forest fires and brief discussion of fire and ecosystems	Orientation	height complies with ADA requirements, relief model is touchable	TBD
15	Interactive Reading Rail (1)	Reading rail w/ push button element to activate and highlight locations on the model. One reading rail includes an interactive monitor depicting 360deg panoramic views of selected locations within the canyon	Big picture of Grand Canyon sites	Orientation	interactive elements, audio narration should be considered for visually-impaired individuals.	Reading rail may include a displayed artifact and touchable prop related to the theme
	Interactive Reading Rail (2)	Reading rail w/ push button element to activate and highlight locations on the model.	Native American theme, TBD (location of reservations and tribal sites)	Native American culture		
	Interactive Reading Rail (3)	Reading rail w/ push button element to activate and highlight locations on the model.	Geology of the canyon, light up location of the canyon's oldest rock	Geology, orientation		
	Interactive Reading Rail (4)	Reading rail w/ push button element to activate and highlight locations on the model.	Orientation: location of Visitor Centers & hikes	Orientation		
	Interactive Reading Rail (5)	Reading rail w/ push button element to activate and highlight locations on the model.	Biology: locations of fires and burn issues	Natural History		
	Interactive Reading Rail (6)	Reading rail w/ push button element to activate and highlight locations on the model.	Mary Colter buildings	Preservation		

Detail of exhibit plan showing elements from Exhibits D and E



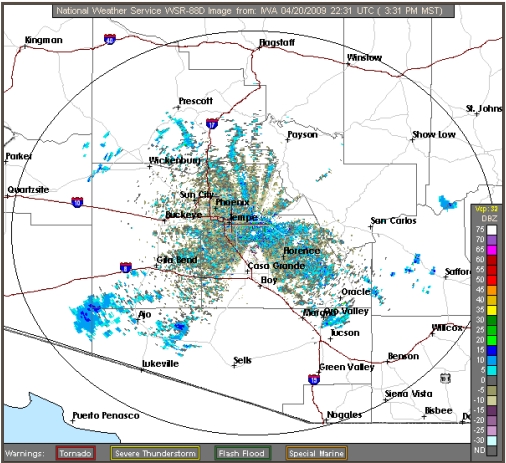
interpretive zones

E. grand canyon weather

This exhibit highlights the dramatic weather that visitors may experience while at the Grand Canyon. Weather and temperature extremes are common. Thunder and lightning storms can be watched as they approach and then envelope the Grand Canyon. Weather and temperature can vary considerably from the top of the canyon to the bottom. An interpretive panel, representative field weather instruments, gauges with weather readings from several locations within the park, and a continuous link to Grand Canyon weather radar comprise the elements of this exhibit.



remote weather station



weather radar feed

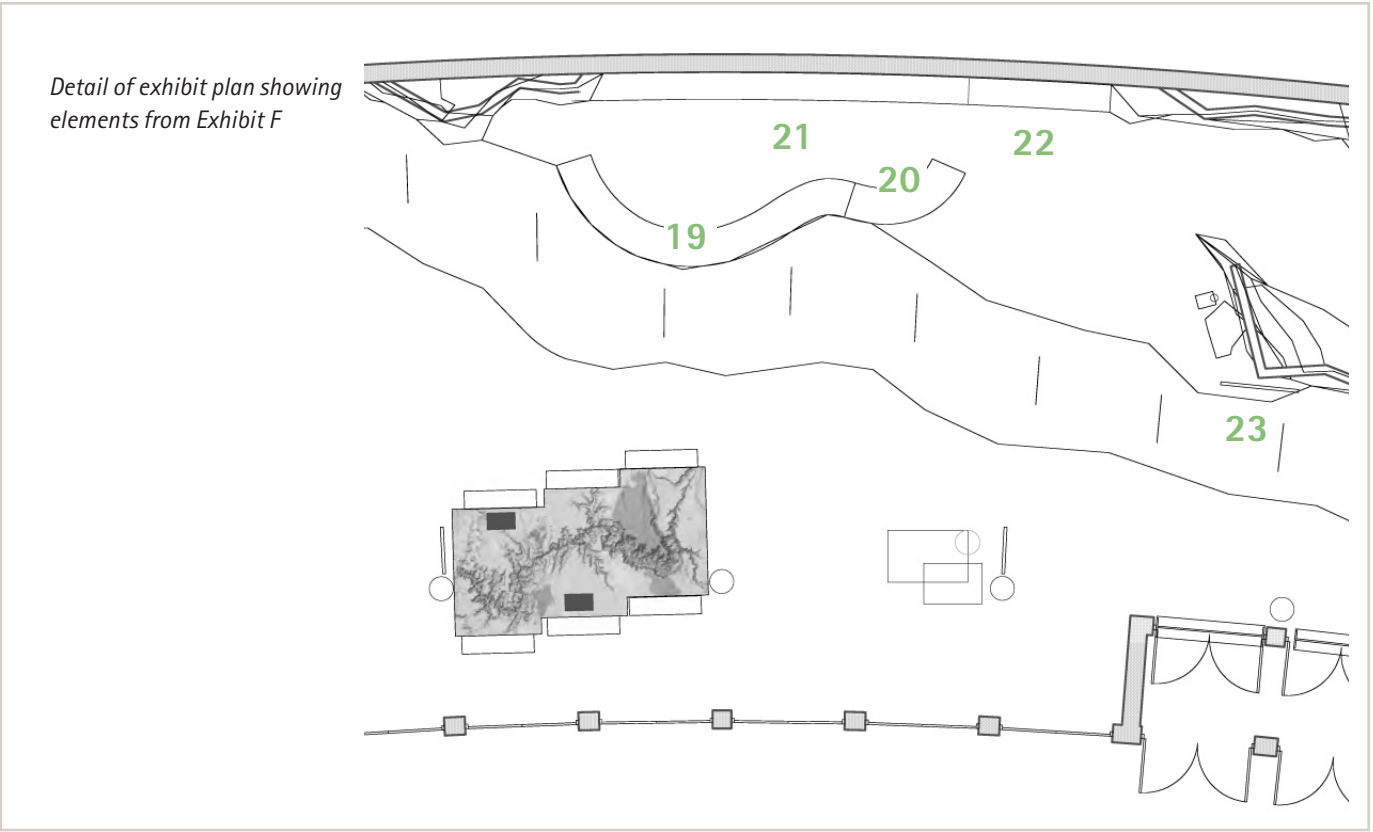
Ex. #	Exhibit	Exhibit Description	Content	Themes	Accessibility	Notes
E.	Weather					
16	Weather Area Intro	Introductory panel	Interpretive panel highlights volatile and variable weather of the Grand Canyon, include related Native American content; quote, specific places & weather	Orientation, Weather	Audio guide should be considered for visually impaired visitors. Graphics comply with ADA requirements for color, content, font size, height, etc.	TBD
17	Weather Field Items	Field weather station replica w/ secondary interpretive panel	How weather info is collected	Weather	touchable	weather instruments
18	Radar Monitor	continuous link to Grand Canyon weather radar w/ secondary interpretive panel	Current weather and forecast	Weather		Monitor

F. information desk and welcome panel

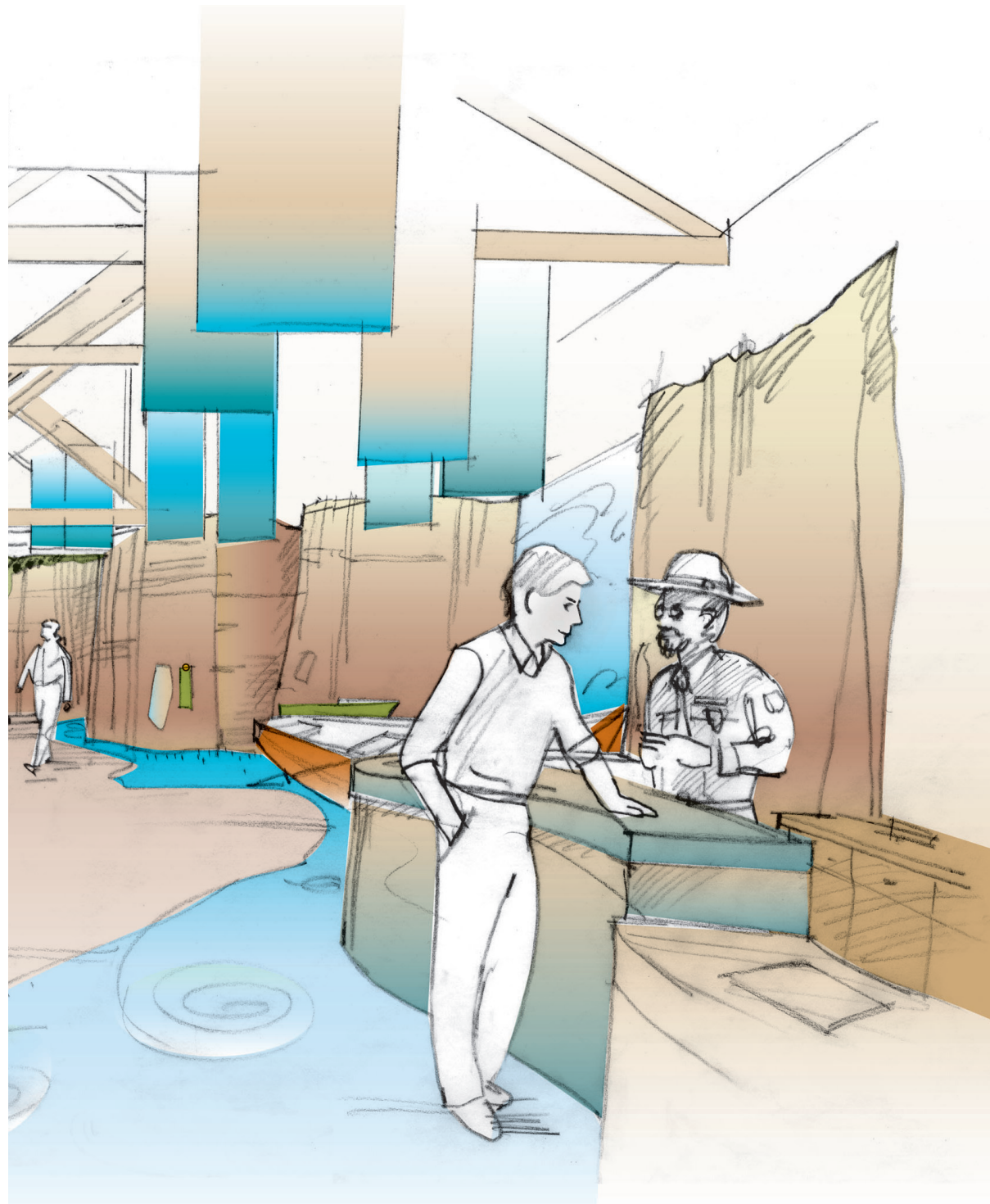
Near the center of the north wall, a visitor information desk is highlighted by a dramatic Grand Canyon photomural, the park name, and NPS arrowhead.

Full-height and accessible height counters are provided.

Adjacent to the desk is a podcast download station where visitors can download podcasts on park theme-related topics.



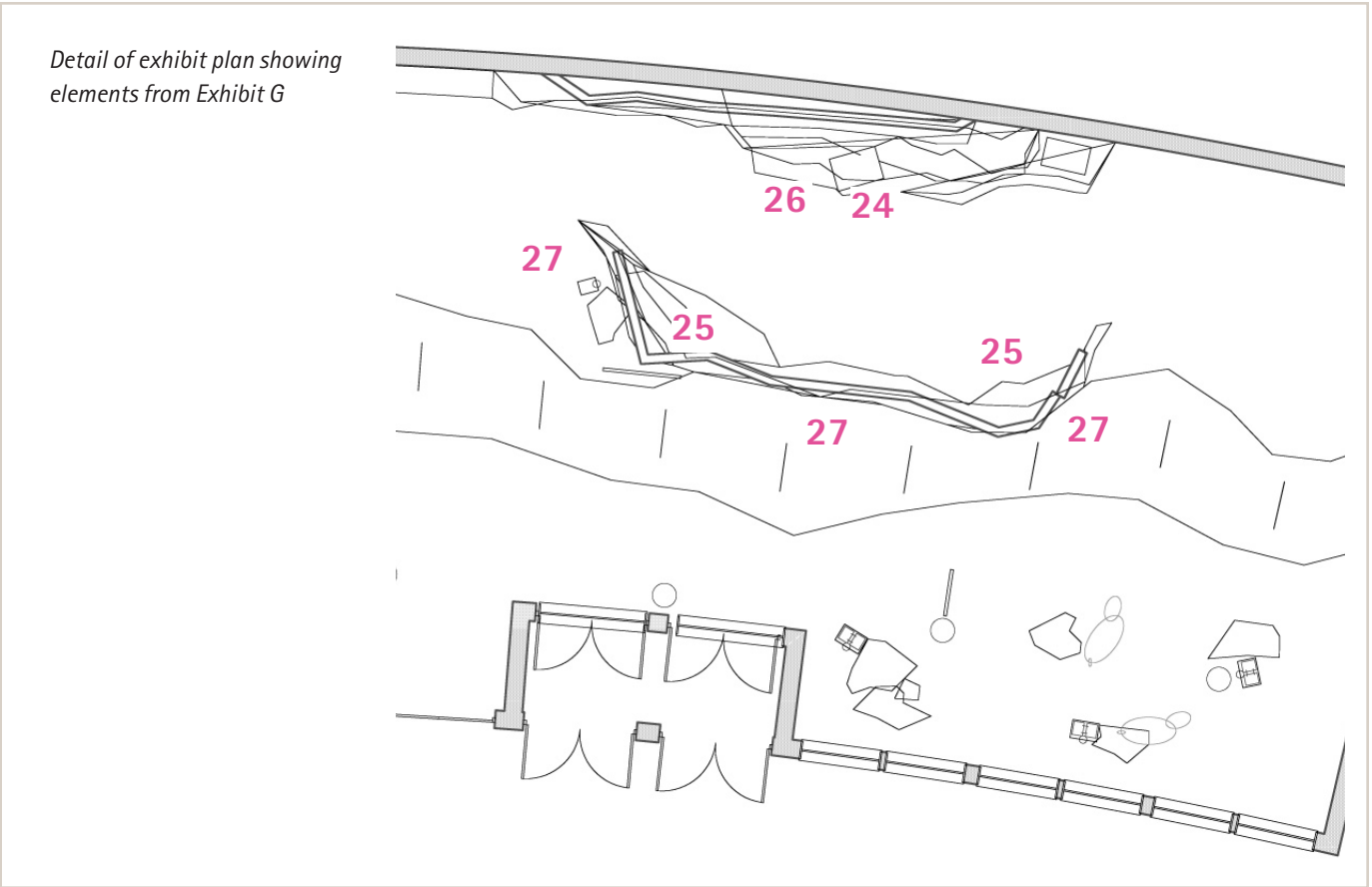
Ex. #	Exhibit	Exhibit Description	Content	Themes	Accessibility	Notes
F.	Info Desk/Welcome Panel			Orientation		
19	Full-height Counter— 42"					
20	Accessible-height Counter— 30"				30" counter for accessibility.	
21	Photomural/Park Name/NPS ID					
22	Podcast Download Station	Podcasts on park themes available to download	Park interpretive themes		podcast could include audio guide for hearing impaired visitors	Adjacent to desk for security and monitoring
23	Welcome Panel	Intro panel	Welcome, quote, orientation to the visitor center and its themes	All	could consider motion-activated welcome audio message for visually impaired visitors. Graphics comply with ADA requirements for color, content, font size, height, etc.	



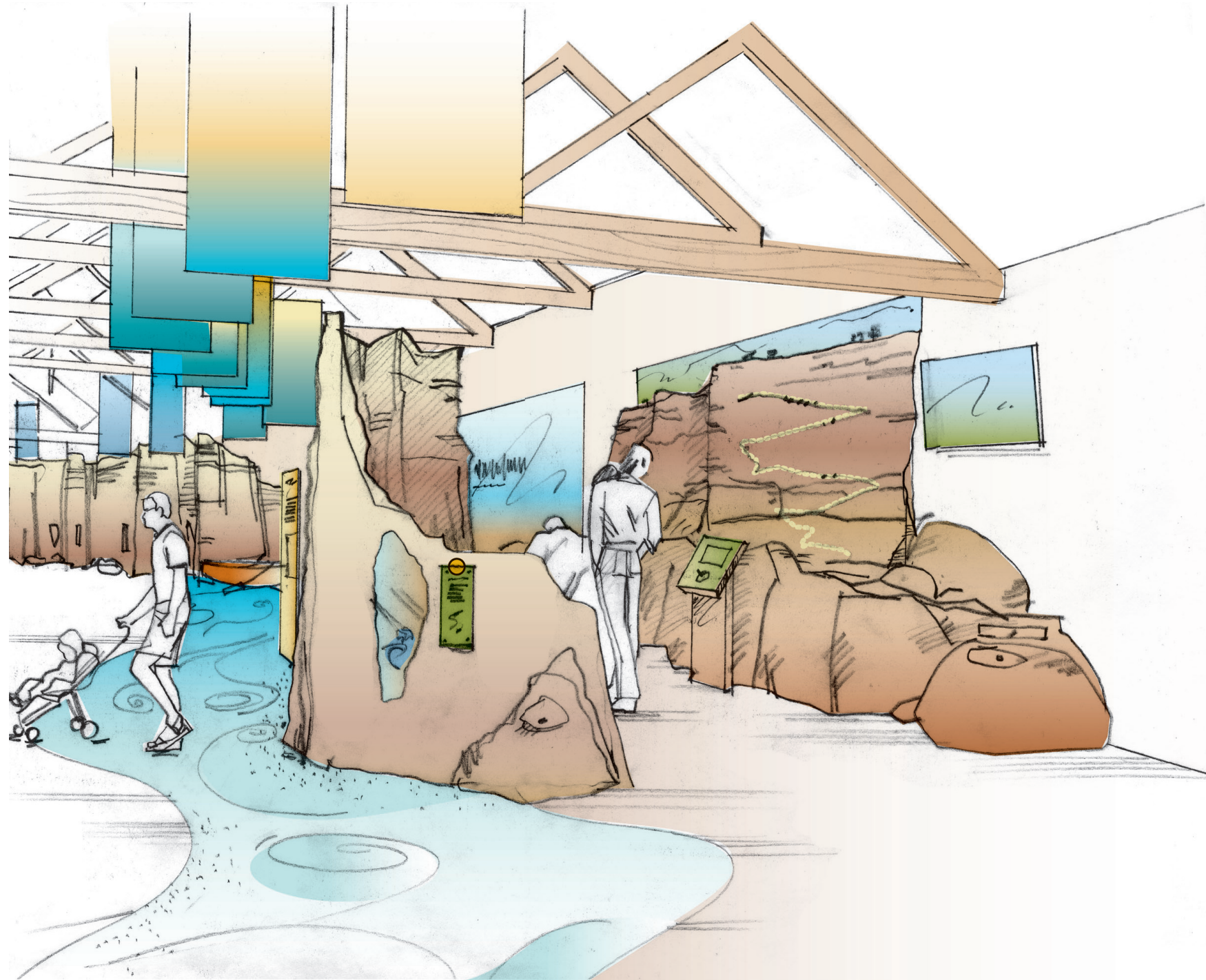
perspective view of the visitor contact desk.

G. descent into the canyon

This interactive exhibit element integrates multiple themes into a simulated descent into the Grand Canyon. A large scale model depicts one of the popular hiking and mule trails into the canyon. The trail will be marked by fiber optic lights that light up as a visitor "descends" into the canyon. A "joy stick" enables the visitor to go up or down the trail to several stopping points. As the visitor moves along the trail a continuous monitor depicts the view along the trail. Within the screen are listed altitude and average summer temperature. At the several stopping points, the visitor can explore a 360 degree view and learn about a unique geological feature or a plant or animal that might be seen at that location. A faux rock wall encloses this exhibit providing places to sit.



Ex. #	Exhibit	Exhibit Description	Content	Themes	Accessibility	Notes
G.	Descent into the Canyon Interactive			Geology, Biology, Orientation		
24	Descent Interactive	A large scale model depicts one of the popular hiking and mule trails into the canyon. The trail will be marked by fiber optic lights that light up as a visitor "descends" into the canyon. A "joy stick" enables the visitor to go up or down the trail to several stopping points.	As the visitor moves along the trail a continuous monitor depicts the view along the trail. Within the screen are listed altitude and average summer temperature. At the several stopping points, the visitor can explore a 360 degree view and learn about unique geological features or plants and animals that might be seen at that location.	Geology, Biology, Orientation, Native American culture	interactive, touchable relief model. Audio narration should be considered for sight-impaired individuals.	TBD
25	Internal Seating	A faux rock wall encloses this exhibit providing places to sit.			at least one with ADA armrests	
26	Descent Reading Rail	Reading rails	Bioclimate changes as one descends into the canyon: montane, pinyon-juniper, desert, riparian (SLS Confirm)	Biology		TBD
27	Discovery! Caches: Historic caches in the canyon	Tucked among rocks or in alcoves, secondary interp panel with touchable object	Stories of the canyon and people's explorations in the last 150 years	History, Preservation	Touchable elements, summary in raised text	TBD
27	Discovery! Caches: Native American cache in the canyon	Tucked among rocks or in alcoves, secondary interp panel with touchable object: Native American twig figure is shown in a small alcove in the rock along with a small interpretive panel with a touchable relief of the twig figure	Native American twig figures	Native American culture	Touchable elements, summary in raised text	Twig figure and touch
27	Discovery! Caches: Historic caches in the canyon	Tucked among rocks or in alcoves, secondary interp panel with touchable object: more contemporary human caches (e.g., tin cigar case)	Brief description of story	History, Preservation	Touchable elements, summary in raised text	TBD



Perspective GG >>

Looking west from the theater queuing area at Descent Into the Canyon

interpretive zones

H. theater staging area

An open area provides space for visitors to linger while waiting for the next movie showing. The space is highlighted by a large photomural and inspirational Grand Canyon quote. In the corner, a "response" station allows visitors an opportunity to record their thoughts and experiences of the Grand Canyon.

I. inspiration/ art

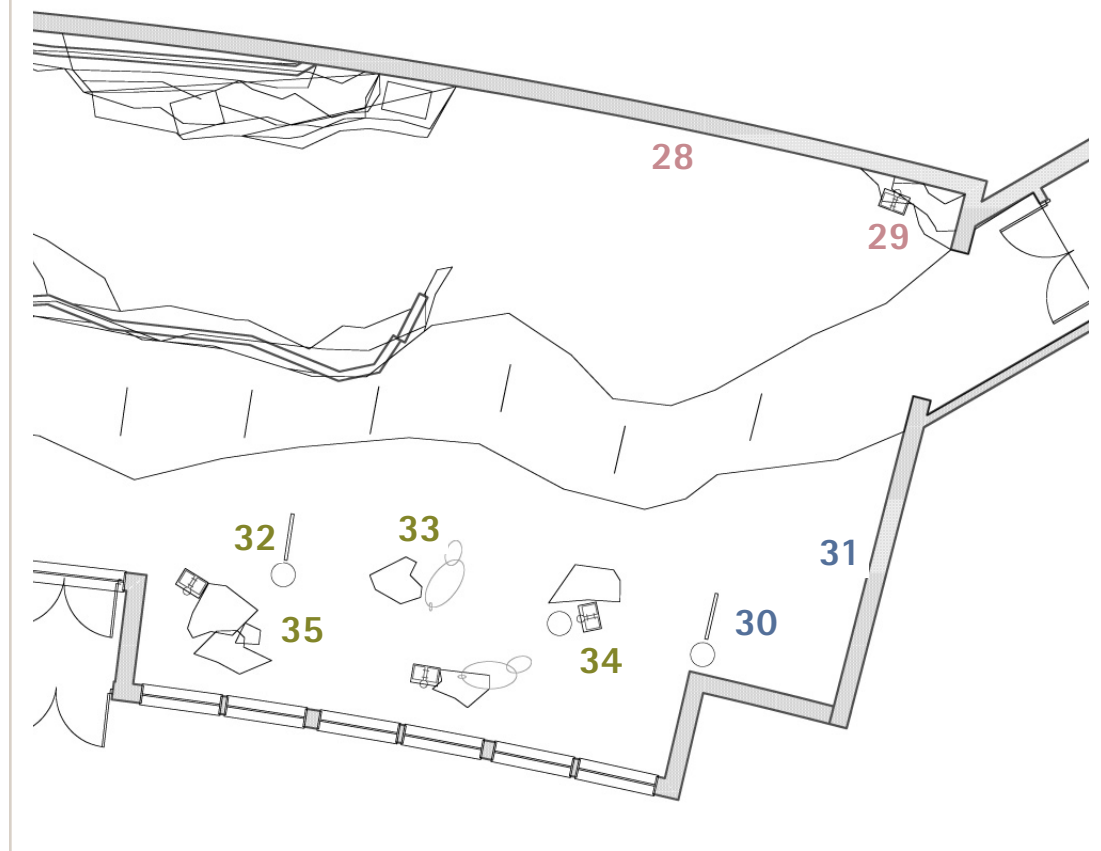
A corner of the building adjacent to the entry to the theater provides a setting for the display of Grand Canyon-inspired art—photographs and paintings. These will be periodically changed to provide opportunities for a variety of local and resident artists to show their work.

J. natural history

Several large boulders with bronze depictions of commonly seen park animals highlight this area. Scattered among the boulders and rock elements are discovery elements and interactive flip books. Rocks are used as informal seating (one with metal handrails for accessibility). At these seating spots are flip books of common park rim species with brief interpretive descriptions. Another flip book depicts plants and animals utilized by Native Americans in the area.

Ex. #	Exhibit	Exhibit Description	Content	Themes	Accessibility	Notes
H.	Theater Staging					
28	Photomural					
29	Response Station	Flip book of previous visitor comments, place for visitors to write their own	Visitor responses to exhibits, park	Inspiration	height complies with ADA requirements	TBD
I.	Inspiration/Art			Inspiration		
30	Inspiration Area Intro	Introductory panel	Will include quote(s), inspiring locations, photographs	Inspiration	Audio guide should be considered for visually impaired visitors. Graphics comply with ADA requirements for color, content, font size, height, etc.	TBD
31	Wall Space for Art					changing, local artists
J.	Natural History			Biology		
32	Natural History Area Intro	Introductory panel	highlights issues related to natural history of the rim, including a brief overview of fire management issues, includes quote, locations	Natural History	Audio guide should be considered for visually impaired visitors. Graphics comply with ADA requirements for color, content, font size, height, etc.	
33	Boulders/Bronze Animals	Large boulders with bronze depictions of commonly seen park animals	several discovery items without interpretation such as a lizard in a crack, a rattlesnake under a small ledge accompany the larger more obvious sculptures	Natural History	touchable	
34	Field Guide Flip Book: Rim species of plants and animals	Flip book	Common park rim species with brief interpretive descriptions	Natural History		
	Field Guide Flip Book: Native American relationship with plants and animals	Flip book	Plants and animals utilized by Native Americans in the area	Natural History, Native American culture		
35	Discovery! Caches	Animal-related cache	TBD	Natural History	Touchable elements, summary in raised text	

Detail of exhibit plan showing
elements from Exhibits H, I, and J



Perspective JJ >>

Looking south from the theater queuing area at the Natural History exhibit.

samples of selected media styles
thematic panel



WATER

"...The Grand Canyon is a land of song. Mountains of music swell in the rivers, hills of music billow in the creeks, and meadows of music murmur in the rills that ripple over the rocks... All this is the music of waters."

John Wesley Powell, Exploration of the Colorado River, 1875

WATER IS THE LIFE BLOOD OF THE GRAND CANYON



It is a force of erosion



It created the canyon

It nourishes riparian habitat in the midst of desert



It watered Ancestral Puebloan gardens



It provides recreation for river runners and sustenance for wildlife

It is a central factor in the exploration, development, and politics of the American West

EXPERIENCE IT!

Here's how you can see, touch, or learn about **water** at the Grand Canyon:

If you have...	If you can...
2 hours	Drive to a view of the Colorado River at Desert View Viewpoint
1 day	Hike the x-mile Hermit Trail to Dripping Springs and a hanging garden
an evening	Listen to a ranger evening talk about the Colorado River
3 days to 2 weeks	Take a rafting trip on the Colorado River
an mp3 player	Download the podcast, "Amazing Waters" at the front desk or at www.nps.gov/grca



HANGING GARDENS

Amidst the blazing heat of the inner canyon, a hanging garden clings to a rock face in a shower of green.

Rainfall seeps down through porous rock layers. When it hits a solid layer it seeps out at rock faces creating springs and waterfalls. Plants cling to ledges and cracks nourished by the water. These hanging gardens create refuges for birds, butterflies, and other animals.

There are species of plants like the white-flowering redbud trees that exist only at hanging gardens in the Grand Canyon.




shown at 20% of actual size.

May 1, 2009

samples of selected media styles


discovery! panels



DISCOVERY!

CHARMED FIGURES

Twig figures like this have been found throughout the canyon. Almost all of the figures fit in the space of your palm. This one is over 7,000 years old.



Native people made these animal sculptures with willow twigs

touchable model and raised text

shown at 50% of actual size



DISCOVERY!

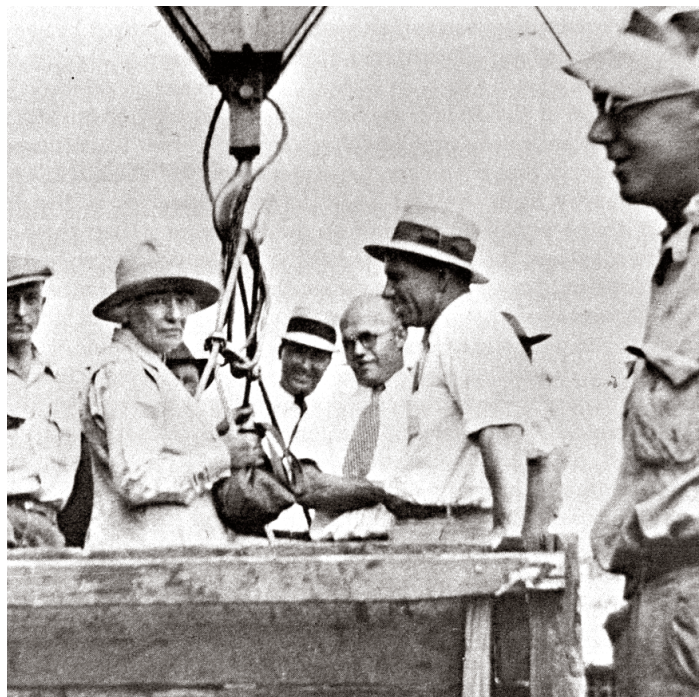
BIG EGGS, PRECIOUS EGGS

Grand Canyon is helping to save California condors, the largest land-bird in North America. Each pair of condors produces only one egg each year.



Condors lay their eggs on rock ledges

touchable model and raised text



shown at 30% of actual size

M.E.J. Colter

HISTORIC BUILDINGS BY MARY COLTER

Mary Colter designed many of the buildings along the South Rim in the early 20th century. She drew inspiration from local Hopi, Navajo, and Pueblo designs and materials as she created buildings for visitors to the Grand Canyon.

See locations of
Mary Colter’s buildings
on the South Rim

WISH YOU WERE HERE

SENDER Carlo Bocconcino HOMETOWN Milan, Italy

Greta, Desert View Watchtower is beautiful—the views of the canyon, deserts, and mountains are stunning. Architect Mary Colter based its design on ancient Indian watchtowers. Wish you were here, Carlo

Greta Gre 2233 Lin Nova Scotia 092 Canada

The “Wish You Were Here” section on all reading rails around the 3-D relief model will have actual postcards written by visitors to the center. EDX will ask a sampling of visitors to write postcards and take a snapshot of each writer. Glass will cover the postcards and photo.

EDX may edit the postcard for brevity and clarity. We will choose visitors who represent a wide international sample. Sherry Smith, from EDX, will do this during her week of work at the visitor center in June.

samples of selected media styles

river banners

From the east side of the exhibit space to the west, the perspective changes: from deep inside the canyon, —————> to views on and at the river, —————> to views approaching the river, —————> to views from the rim.



colors and typeface

Colors

The color palette shown below builds on the colors of the existing icon system that the park developed for CVC.

The existing icons will be used in the new exhibits.

Typeface

Katarine has been selected as the typeface for the exhibits at CVC. Katarine is suitable for small detailed layouts as well as large display text. It has a friendly appearance but retains simple, classic shapes and good legibility.

Thematic panel header

Katarine Semibold Small Caps, 240 pt

Thematic panel main copy block

Katarine Medium, 45 pt (and variable; see layout)

Thematic panel header Quote

Katarine Light Italic, 42 pt.

Thematic panel subhead

Katarine Medium, 71pt.

Thematic panel subtext/sidebar text

Katarine Light, 40 pt.

Discovery! panel header

Katarine Medium, 65 pt.

Thematic panel body copy

Katarine Light, 35 pt.

W A T E

Water is the lifeblood

hills of music billow in the creeks

HANGING GARDENS

There are species of plants

CHARMED FIGURES

Twig figures like these have been

class B production estimate

Component	Structure	Exhibit Elements and Equipment	Graphics	AV Production	Original Art	Totals
River Pathway/overhead/waterfall	\$ 80,000	\$ 8,000	\$ 10,000	-	\$ 8,000	\$106,000.00
EX A: Geology	-	20,000	3,000	\$ 10,000	6,000	\$39,000.00
EX B: Water	70,000	60,000	5,000	75,000	15,000	\$225,000.00
EX C: Recreation	5,000	20,000	1,000	15,000	-	\$41,000.00
EX D: The Scale of the Canyon	15,000	120,000	10,000	15,000	4,000	\$164,000.00
EX E: Weather	5,000	17,000	2,000	-	-	\$24,000.00
EX F: Info Desk/Welcome Panel/Download	50,000	20,000	4,000	15,000	-	\$89,000.00
EX G: Descent into the Canyon	50,000	35,000	6,000	30,000	-	\$121,000.00
EX H: Theater Staging Area	5,000	3,000	3,000	-	-	\$11,000.00
EX I: Inspiration/Art	1,000	1,000	500	-	-	\$2,500.00
EX J: Natural History	12,000	45,000	6,000	-	10,000	\$73,000.00
EX K: Exterior Kiosks/Map	10,000	15,000	30,000	-	20,000	\$75,000.00
EX L: River Banners	1,000	-	8,000	-	-	\$9,000.00
Lighting						\$60,000.00
Photo Acquisition						\$25,000.00
Sub-Total						\$1,064,500.00
shipping and installation (20%)						\$212,900.00
contingency (10%)						\$106,450.00
Total						\$1,383,850.00